

DESIGN AND DEVELOPMENT OF ONLINE MULTIMEDIA RESOURCES TO HELP LEARNING GEOMETRY APPLICATIONS BASED ON TOOLS OF EASY ACCESS AND UTILIZATION

Sérgio Leal FERREIRA and Eduardo T. SANTOS
Escola Politécnica, University of São Paulo, Brazil

ABSTRACT: Multimedia resources, if correctly used, can help in an advantageous way the learning of almost any kind of subject. Learning of projective geometry and its applications can be particularly improved by these resources. One of the main obstacles to produce new multimedia resources to enhance learning is the hard effort and time to understand and to develop ability on the computational tools usually used in this work. To surpass these obstacles, there are two main ways: the first, to contract specialized work, what means, among others, a considerable cost of money and of time. The second, search for some simpler and easier tools to help you to do the job yourself and, if possible, with other people with not much knowledge but a high motivation. Taking into account the range of possibilities, the high uncertainty about the success of the material produced, due to its intrinsic empirical nature, the very common urgency of results and the also common reduced budget available to this type of work, it is quite natural to choose the second way. This paper shows the design and development carried out by teachers and students in this second way. The results and future works are discussed.

Keywords: Projective Geometry, Geometry Learning, Multimedia animation, Didactic Material.